Neopets

How to Draw Neopets!

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How to Draw Neopets!

By
Vivian LaRue

Illustrated by
The Neopets Art Team

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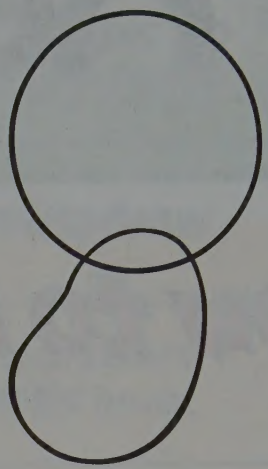
KACHEEK

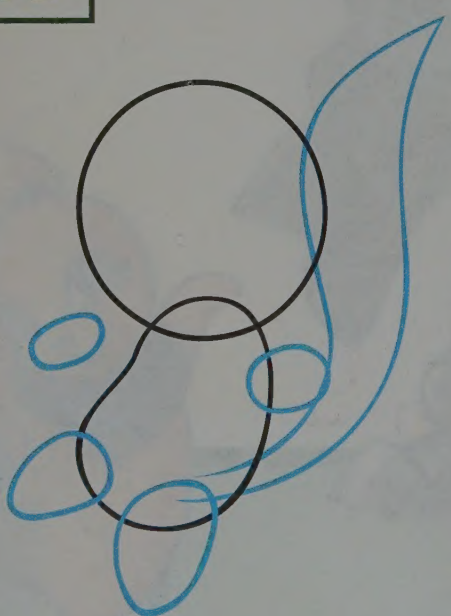
The ever-friendly Kacheeks love to frolic in lush meadows while enjoying the sweet scents of blossoming flowers. And while their happy, peaceful, and easygoing nature makes them the perfect pet, they are actually quite shy!

STEP 1



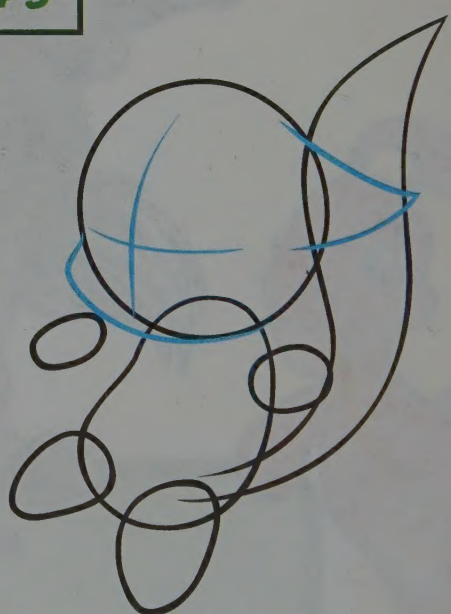
START WITH A CIRCLE FOR THE HEAD. THEN DRAW AN OVERLAPPING JELLY-BEAN SHAPE FOR THE BODY.

STEP 2



ADD SMALL OVALS FOR THE ARMS AND LEGS, AND THEN DRAW A LARGE, POINTED TAIL.

STEP 3



ADD A TRIANGLE FOR THE EAR AND A SMALL CURVED LINE FOR THE CHEEK. LIGHTLY SKETCH A PAIR OF CROSSED LINES TO ACT AS GUIDES.

STEP 4

DRAW THE EYES AND NOSE AS SHOWN. ADD TWO PAIRS OF CURVED LINES TO CONNECT THE ARMS.

STEP 5

DRAW A "V" AT THE TOP OF THE HEAD AND ADD SOME TEXTURE TO THE TAIL. DRAW TWO TOES ON EACH OF THE FEET. MAKE THE MOUTH AND EYEBROWS, AND TWO SHORT LINES UNDER THE EYES.

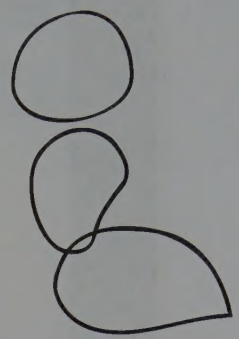
STEP 6

FINALLY, ERASE ANY EXTRA LINES. NOW ADD SOME COLOR TO YOUR FINISHED DRAWING!

RUKI

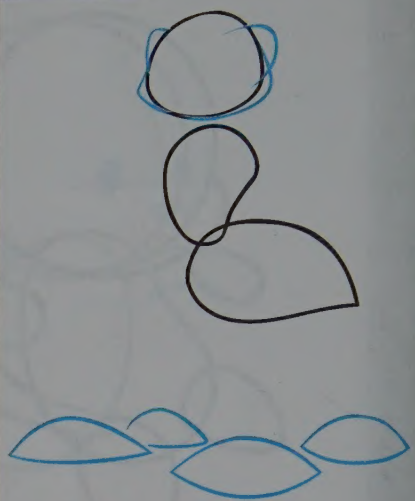
Rukis are strong, fiercely loyal warriors who hail from the Lost Desert. With their tough, insectlike outer armor, Rukis can travel great distances—even in the blazing heat! To escape the extreme temperature of the desert, Rukis burrow in the sandstone with their strong, sharp forearms. But don't try to sneak up on one—they can smell you coming with the microscopic holes in their antennae!

STEP 1



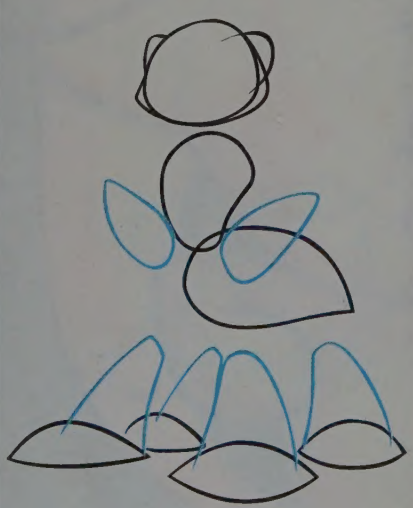
DRAW A CIRCLE FOR THE RUKI'S HEAD. ADD A LARGE BEANLIKE SHAPE FOR ITS UPPER BODY AND A LARGER LEAFLIKE SHAPE FOR ITS LOWER BODY.

STEP 2



ADD FOUR ALMOND SHAPES FOR FEET, AND ADD SOME CURVED LINES FOR ITS EYES AND CHEEKS.

STEP 3



MAKE FOUR ROUNDED TRIANGULAR SHAPES FOR THE LOWER LEGS AND A PAIR OF LEAFLIKE SHAPES FOR LOWER ARMS.

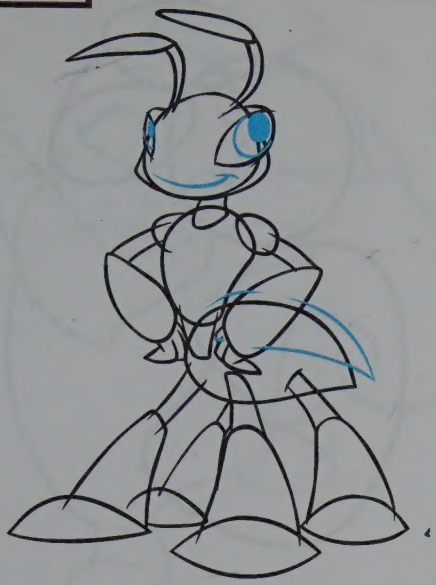
STEP 4

DRAW IN ALMOND-SHAPED EYES, TWO SMALL SHOULDER CIRCLES, AND TWO NARROW OVALS FOR THE ANTENNAE. ADD THE POINTY HANDS!

STEP 5

ADD CONNECTOR LINES FOR THE ANTENNAE, NECK, ARMS, AND LEGS. DRAW A SMALL TRIANGLE BETWEEN THE TWO BODY SHAPES.

STEP 6



ADD THE EYES AND MOUTH, AND DRAW A CURVED TRIANGLE FOR THE SHELL IN BACK.

STEP 7

ERASE ANY EXTRA LINES AND DARKEN THE ONES YOU WANT TO KEEP.

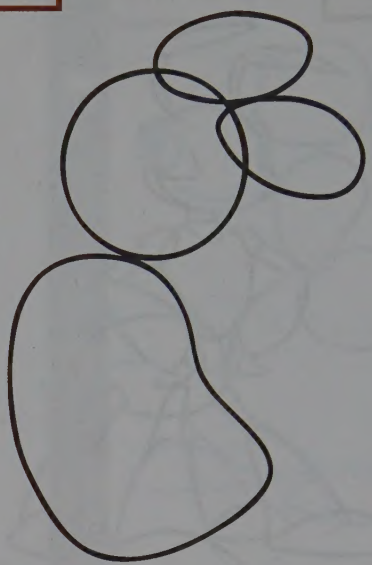
STEP 8

DRAW A FEW MORE DETAILS ON THE RUKI. NOW, JUST ADD SOME COLOR!

USUL

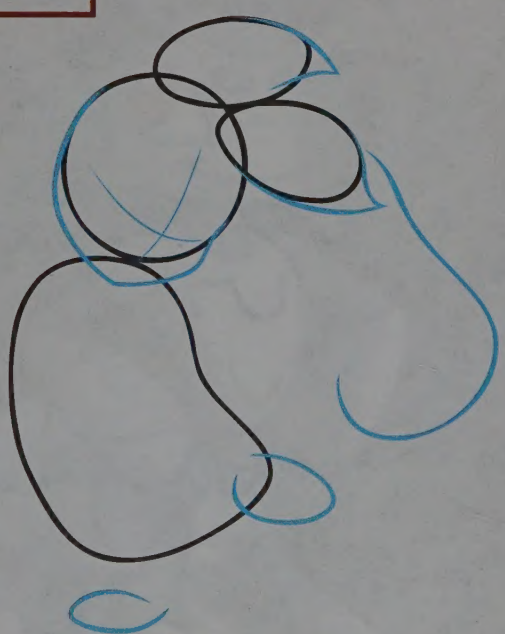
Gracious and friendly, Usuls are happy to share their wealth (and food!) with friends. These fluffy, fun-loving little tree dwellers are loyal to the core, and are also known for their bravery. But be careful of complimenting only one of these fair creatures in the company of others, for Usuls are a jealous bunch!

STEP 1



BEGIN BY DRAWING A CIRCLE FOR THE HEAD, A JELLY-BEAN SHAPE FOR THE BODY, AND TWO SMALL OVALS FOR THE EARS.

STEP 2



ADD POINTS TO THE EARS AND A CHIN TO THE FACE. ADD TWO SMALL OVALS FOR FEET AND A LONG, CURVED LINE FOR THE TOP OF THE TAIL.

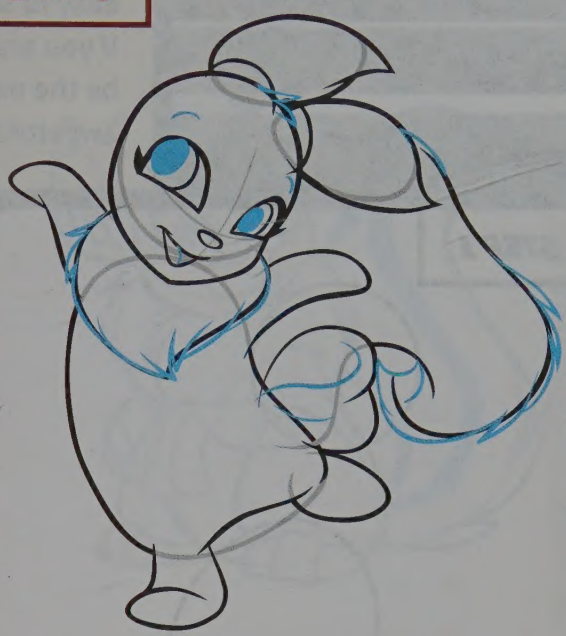
STEP 3

DRAW TWO HALF CIRCLES FOR THE EYES, AND ADD THE ARMS, LEGS, BOTTOM OF THE TAIL, AND A CURVY "V" FOR THE RUFF.

STEP 4

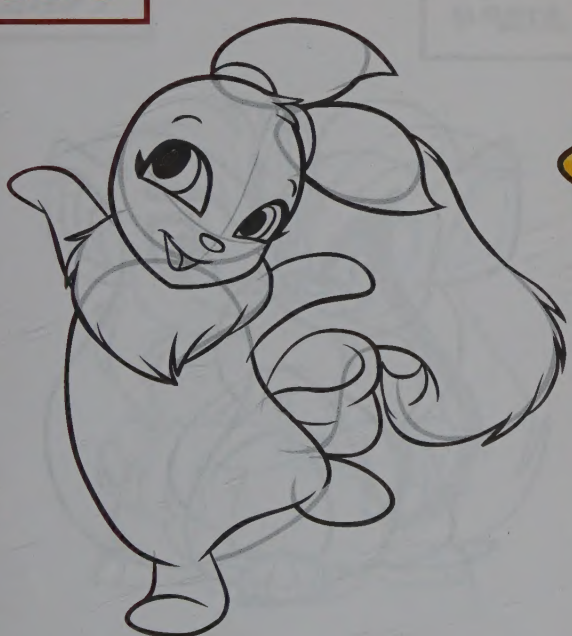
DRAW THE NOSE AND MOUTH, PLUS A HEART SHAPE FOR THE TAIL BOW. ADD EYELASHES AND TWO SMALL CURVED LINES AT THE BASE OF THE EARS.

STEP 5



ADD SOME FLUFFY TEXTURE TO THE TAIL AND RUFF. FILL IN THE PUPILS AND ADD EYEBROWS.

STEP 6

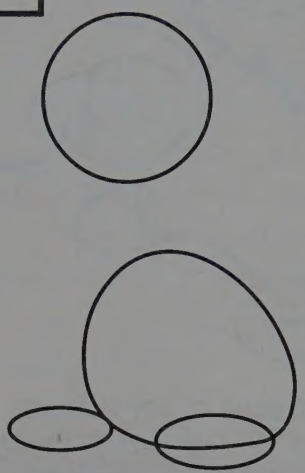


ERASE ANY EXTRA LINES. NOW ADD SOME COLOR!

XWEETOK

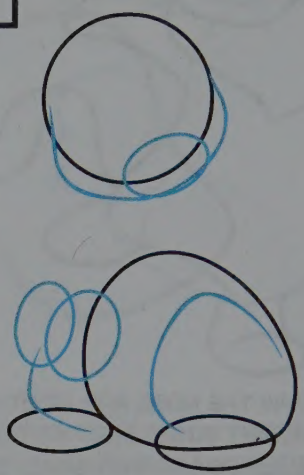
Xweetoks live in Neopian forests and can often be spotted scampering around, playing tag, and chattering nonstop. It's easy to see why they are one of Neopia's most active species. If you are looking for a social companion, then this pet might be the perfect choice. But don't blink while scouting for Xweetoks—you may just miss their fast footwork!

STEP 1



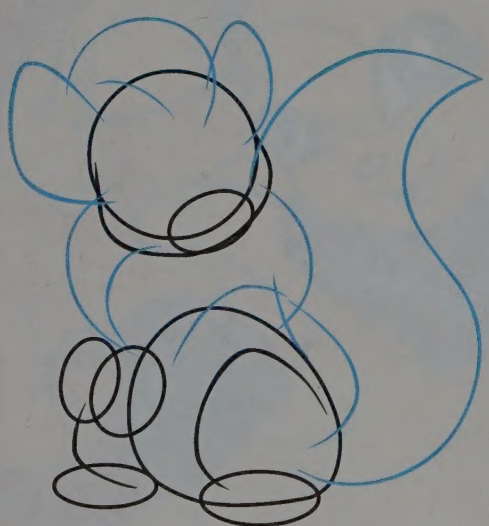
DRAW A CIRCLE FOR THE XWEETOK'S HEAD, A LARGE EGG SHAPE FOR THE BODY, AND TWO SMALL OVALS FOR THE FEET.

STEP 2



ADD A SMALL OVAL FOR THE MUZZLE AND TWO CURVED LINES FOR CHEEKS. ADD SMALL OVALS FOR PAWS AND TWO CURVED LINES FOR THE HAUNCHES.

STEP 3



DRAW A BIG "S"-SHAPED CURVE FOR THE TAIL. ADD MORE CURVED LINES AS SHOWN TO CREATE THE RUFF, EARS, ARMS, AND FURRY MANE.

STEP 4

DRAW THE ARM AND TOES. ADD SOME DETAIL TO THE EARS, AND THEN MAKE ITS LARGE, ALMOND-SHAPED EYES, SMALL NOSE, AND SMILING MOUTH. GIVE THE EYES A DARK OUTLINE.

STEP 5

GIVE THE TAIL, MANE, AND RUFF LOTS OF FLUFFY TEXTURE. ADD PUPILS TO THE EYES AND SOME CURVED LINES INSIDE THE EARS.

STEP 6

USING THE SIDE OF YOUR PENCIL (OR A BLACK MARKER), CREATE THICK BLACK LINES ON THE FOREHEAD AND TAIL. FILL IN THE PUPILS.

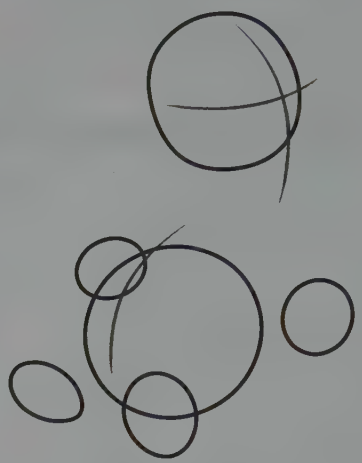
STEP 7

ERASE ANY EXTRA LINES.
DARKEN THE REST, AND THEN GET COLORFUL!

BLUMAROO

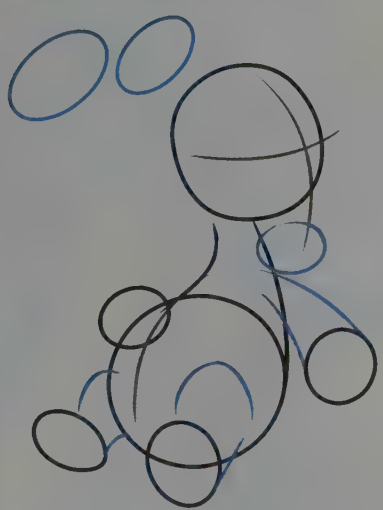
With their bouncy tails and heart-shaped feet, Blumaroos can hop just about wherever they want. When they are not jumping from place to place, this friendly species can be found playing games and outsmarting one another—which is why you might not want to challenge one to any game of chance!

STEP 1



DRAW A CIRCLE FOR THE HEAD AND A LARGER CIRCLE FOR THE BODY. ADD FOUR SMALL OVALS FOR THE HANDS AND FEET. LIGHTLY SKETCH A PAIR OF CROSSED LINES ON THE HEAD AND A CURVED LINE ON ITS BODY.

STEP 2



MAKE TWO OVALS ABOVE THE HEAD AND A SMALL OVAL UNDER THE FACE. THEN DRAW IN THE ARMS AND LEGS.

STEP 3

ADD A FEW CURVED LINES TO MAKE THE CHEEKS AND A NOSE, THEN ADD THREE FINGERS TO EACH PAW.

STEP 4

CONNECT THE EARS WITH TWO PAIRS OF CURVED LINES. DRAW THE LONG, BOUNCY TAIL. DON'T FORGET THE BLUMAROO'S SHY SMILE!

STEP 5

ADD HEART SHAPES TO THE FEET AND MAKE THE MARKINGS ON THE EARS AND TIP OF THE NOSE. THEN ADD EYES, EYEBROWS, AND A TINY TUFT OF HAIR.

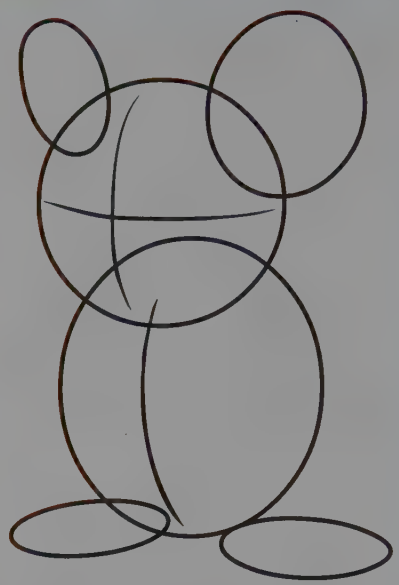
STEP 6

ERASE YOUR EXTRA LINES AND FILL IN THE EYES. THEN ADD SOME COLOR!

YURBLE

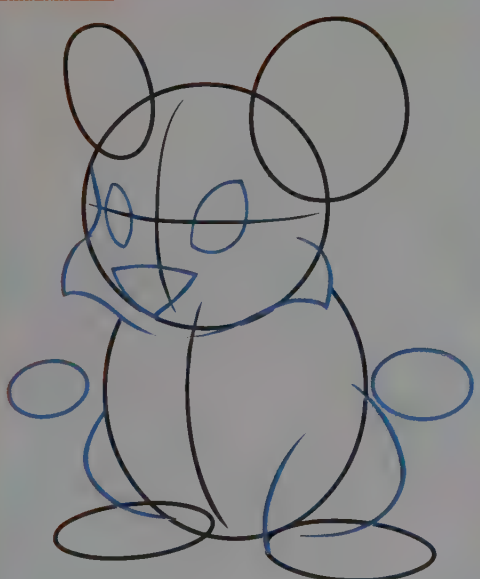
These furry friends have big hearts *and* big appetites. They can often be found feasting and spending time in the great outdoors. So if you are the outdoorsy type and enjoy camping under the big, starry sky, invite your Yurble companion along for some expert nature tips!

STEP 1



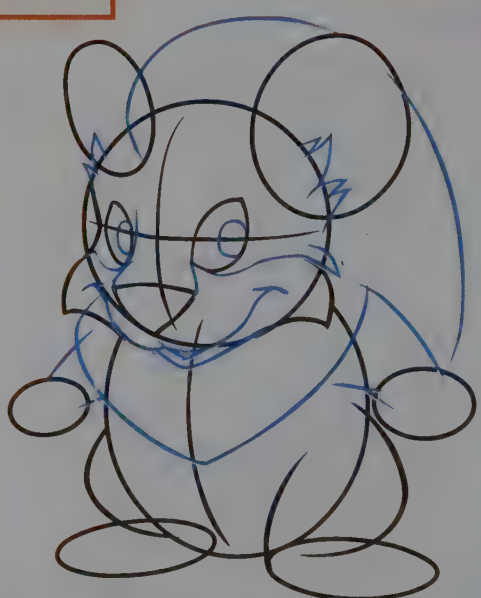
DRAW A CIRCLE FOR THE HEAD AND AN OVAL FOR THE BODY. ADD OVALS FOR EARS AND FEET. SKETCH A PAIR OF CROSSED LINES ON THE HEAD.

STEP 2



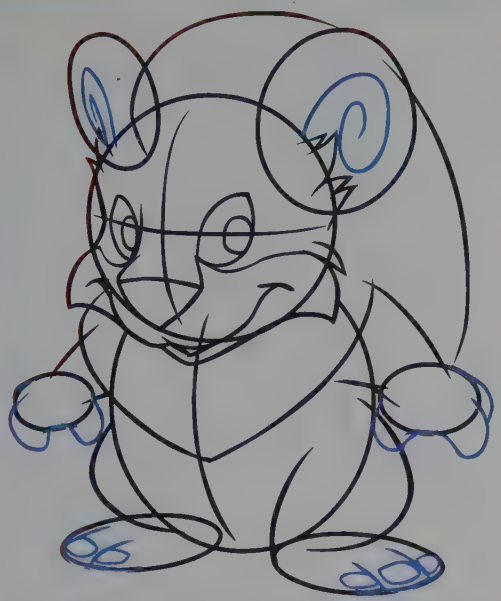
DRAW ALMOND-SHAPED EYES, A TRIANGULAR NOSE, AND CURVED LINES FOR CHEEKS. MAKE TWO SMALL OVALS FOR HANDS. MAKE LEGS BY DRAWING SOME CURVED LINES.

STEP 3



DRAW TWO PAIRS OF LINES. MAKE A LONG CURVED LINE ABOVE THE HEAD FOR THE MANE AND A WIDE "V" SHAPE FOR THE RUFF. ADD PUPILS TO THE EYES. FINALLY, DRAW THE YURBLE'S SMILING MOUTH.

STEP 4



DRAW SPIRALS INSIDE THE EARS. THEN DRAW THE FINGERS AND TOES. DON'T FORGET TO ADD TOENAILS!

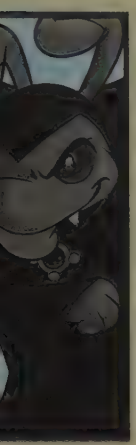
STEP 5

DRAW THE MANE AND RUFF. BE SURE TO INCLUDE PLENTY OF DETAIL AND TEXTURE TO MAKE IT LOOK EXTRA FURRY!

STEP 6

ERASE ANY EXTRA LINES. FILL IN THE PUPILS, NOSE, AND TOENAILS WITH A DARK PENCIL OR MARKER. NOW IT'S TIME TO GIVE YOUR YURBLE SOME COLOR!

COUNT VON ROO

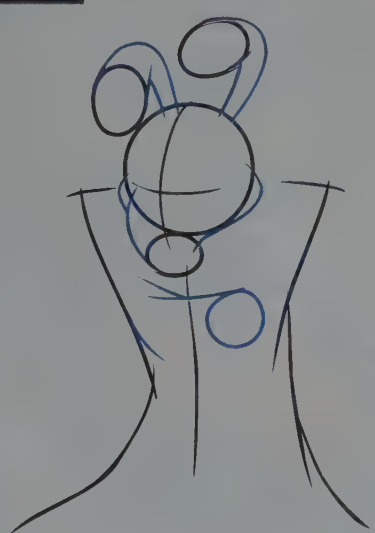


Count von Roo is a name that sends chills down the spines of even those who call the Haunted Woods home. For years he terrorized the Haunted Woods, but lately he's been spending his days sleeping in an underground coffin on Roo Island. Needless to say, the inhabitants of Roo Island have taken to closing their windows at night.

STEP 1

DRAW A LARGE CIRCLE FOR THE HEAD, AND THREE SMALLER CIRCLES FOR HIS EARS AND NOSE. LIGHTLY SKETCH A PAIR OF CROSSED LINES ON THE HEAD. SKETCH IN THE BASIC SHAPE OF HIS CAPE.

STEP 2



ADD TWO PAIRS OF CURVED LINES FOR EARS. THEN USE CURVED LINES TO CREATE HIS CHEEKS AND NOSE. DRAW THE RIGHT ARM (WHICH WILL BE ON YOUR LEFT!) ACROSS HIS BODY.

STEP 3

DRAW THE COUNT'S EYES. THEN DRAW THE CAPE'S TATTERED EDGES AND A BOUNCY TAIL.

STEP 4

DRAW SOME LOWERED EYEBROWS AND HOLLOWS UNDER THE EYES. FINISH THE EDGE OF THE CAPE, MAKE THE HIGH COLLAR, AND DRAW A SMALL CIRCLE BY THE TIP OF HIS NOSE FOR THE CAPE'S CLASP.

STEP 5

ADD MARKINGS TO THE COUNT'S EARS AND NOSE, DRAW HIS CAP, AND ADD DETAIL TO HIS CLOAK'S CLASP. DRAW A SMALL, TRIANGULAR FANG IN HIS MOUTH. ADD HIS FINGERS AND SOME LONG LINES TO HIS CAPE.

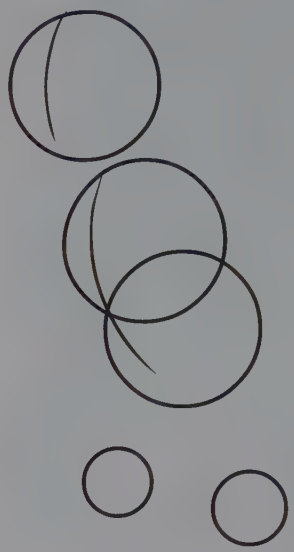
STEP 6

FINALLY, ERASE ANY EXTRA LINES. ADD SOME COLOR—AND DON'T FORGET TO MAKE THE EYES RED!

UNI

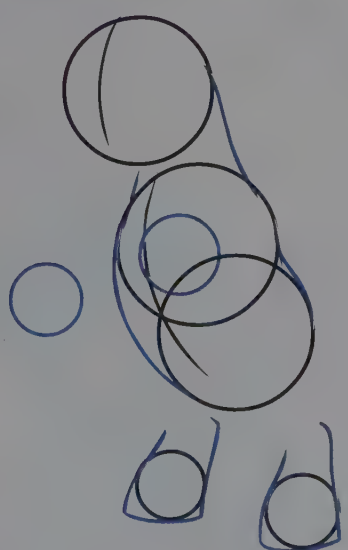
Unis are possibly the prettiest pets in Neopia—and don't they know it! A Uni will spend loads of time grooming its magnificent mane to be sure each hair is perfectly placed. And while some may consider Unis vain, these quizzical creatures would trade their good looks for a dependable friend any day! When it truly matters, they will always be there for you when the going gets tough!

STEP 1



START BY DRAWING THREE LARGE CIRCLES. MAKE TWO SMALLER CIRCLES. LIGHTLY SKETCH SOME GUIDELINES TO HELP YOU LATER.

STEP 2



CONNECT THE HEAD TO THE BODY WITH A PAIR OF CURVED LINES. ADD SHAPE TO THE BODY. DRAW TWO SMALLER CIRCLES FOR THE SECOND PAIR OF HOOVES. BEGIN FORMING THE LOWER PART OF THE BACK LEGS.

STEP 3

DRAW A THIN CONE SHAPE. DRAW THE SNOUT, MOUTH, AND CHEEK. MAKE TWO SMALLER CIRCLES NEXT TO THE ONES YOU DREW FOR THE UNI'S FRONT HOOVES. DRAW CURVED LINES TO FINISH THE UPPER PART OF THE BACK LEGS.

STEP 4

ADD A LEAFLIKE SHAPE TO THE UNI'S HEAD TO MAKE ITS EAR. ADD A PAIR OF WINGS. DRAW THE FRONT LEGS AND ADD DETAIL BY MAKING EYES AND ADDING NOSTRILS.

STEP 5

DRAW THE FLUFFY MANE AND TAIL. ADD FEATHERY TEXTURE TO THE WINGS, SOME HAIRY TUFTS ABOVE THE HOOVES, AND DETAIL IN ITS EAR.

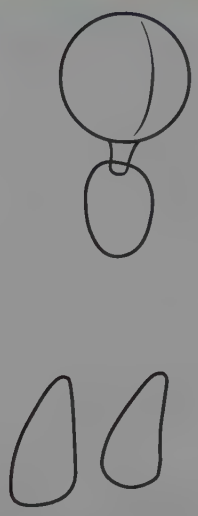
STEP 6

YOUR UNI IS COMPLETE! JUST ERASE ANY EXTRA LINES AND ADD SOME BRIGHT COLORS.

VIRA

Vira was a young and pretty Acara when she met her dark destiny. For many years Vira was her own favorite admirer, but she always wished to be more beautiful. Unfortunately, an evil Neopian heard Vira's wish and cursed her. Now, she forever wanders fields searching for beauty and giving away gifts with wicked charms put upon them.

STEP 1



START WITH A CIRCLE. LIGHTLY SKETCH A LINE ON THE CIRCLE. MAKE AN OVAL SHAPE AND CONNECT IT TO THE HEAD CIRCLE WITH A PAIR OF SHORT LINES. ADD TWO ROUNDED TRIANGLES FOR HER BOOTS.

STEP 2

ON THE HEAD CIRCLE, DRAW A SMALL OVAL. MAKE SEMICIRCLES FOR LOWER ARMS AND ADD TWO FOR FEET. DRAW THE TRIANGLE SHAPE FOR HER SKIRT, AND THEN SKETCH THE SHAPE OF HER WINGS.

STEP 3

MAKE HER POINTED EARS, PLUS CURVED LINES FOR HAIR AND CHEEKS. MAKE TWO SMALL OVALS FOR HANDS, AND CONNECT HER ARMS TO HER BODY WITH TWO PAIRS OF LINES. CONNECT THE BOOTS TO THE SHAPE YOU MADE FOR THE SKIRT.

STEP 4

MAKE LARGE ALMOND-SHAPED EYES WITH DARK EYELASHES AND BROWS. ADD A SMALL NOSE AND MOUTH, AND ACARA HORNS ON TOP OF HER HEAD. DRAW HANDS AND BOOTS. ADD A LONG TAIL WITH A ROUNDED TRIANGLE AT THE END OF IT.

STEP 5

DRAW A RAGGED HEMLINE ALONG THE EDGE OF THE SKIRT AND SLEEVES ON HER ARMS. FINISH HER TAIL AND ADD THE BONY STRUCTURE TO HER WINGS.

STEP 6

GIVE YOUR DRAWING PLENTY OF DETAIL! ADD HAIR AND SOME FURRY TEXTURE ON HER CHEEKS. MAKE A PATTERN ON HER HORNS AND ADD PUPILS. ADD DETAIL TO THE EARS, WINGS, DRESS, CLAWS, AND BOOTS.

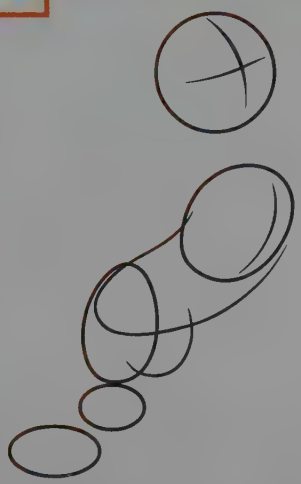
STEP 7

ERASE ANY EXTRA LINES. NOW YOU CAN ADD COLOR TO YOUR DRAWING USING ANYTHING YOU'D LIKE, FROM CRAYONS TO WATERCOLORS!

OGRIN

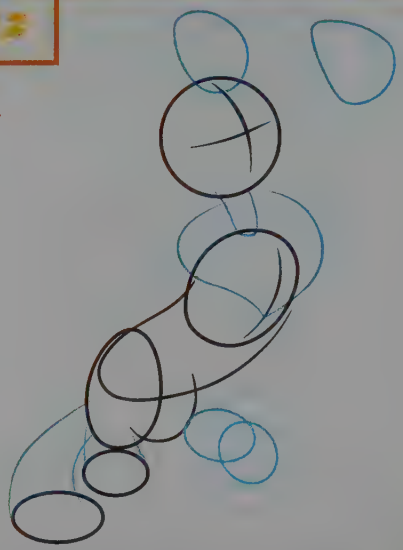
With their big eyes and shy smiles, Ogrins are likely to steal your heart. Ogrins are nature lovers and enjoy long walks during the day and quiet nights at home. And although Ogrins may prefer the simple life, the uniqueness of these playful pets makes them anything but ordinary!

STEP 1



START BY DRAWING A CIRCLE AND LIGHTLY SKETCH A PAIR OF CROSSED LINES. THEN MAKE A SERIES OF OVALS FOR THE OGRIN'S BODY, HAUNCHES, AND BACK PAWS. USE A LARGE CURVED LINE TO CONNECT THE BODY TO THE HAUNCHES.

STEP 2

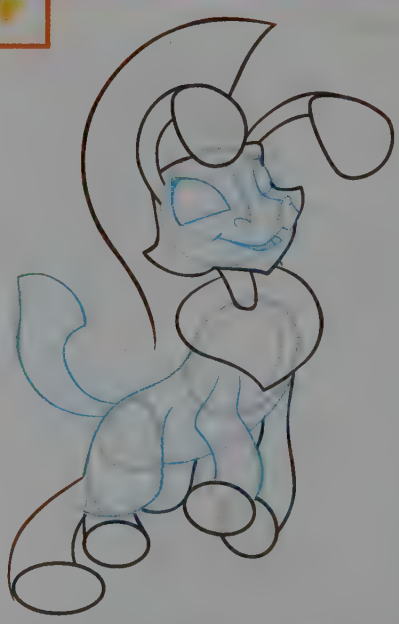


ADD TWO ROUNDED SHAPES ABOVE THE HEAD. DRAW THE NECK AND FURRY RUFF. BY THE SHAPES YOU MADE FOR THE HAUNCHES, ADD TWO SMALL OVALS. CONNECT THE BACK PAWS TO THE HAUNCHES WITH SOME CURVED LINES.

STEP 3

DRAW THE CHEEKS, SNOUT, AND CHIN. CONNECT THE EARS WITH TWO PAIRS OF CURVED LINES. DRAW THE MANE AND TAIL, AND FINISH FORMING THE FRONT LEGS.

STEP 4



DRAW THE ORGIN'S LARGE, HALF-CIRCLE EYES WITH THEIR DARK EYELASHES. ADD NOSTRILS AND A SMILING MOUTH TO ITS SNOUT. GIVE DEFINITION TO THE OGRIN'S BODY, LEGS, AND TAIL.

STEP 5

ADD PUPILS, IRISES, AND MORE DETAIL TO ITS NOSTRILS. DIVIDE THE OGRIN'S FEET INTO THREE TOES EACH.

STEP 6

NOW IT'S TIME TO GIVE YOUR OGRIN'S MANE, TAIL, RUFF, FACE, AND BODY PLENTY OF SHAGGY, FURRY TEXTURE!

STEP 7

ERASE ANY EXTRA LINES AND ADD THE OGRIN'S STRIPED PATTERN. NOW, GIVE YOUR DRAWING PLENTY OF BRIGHT COLORS!

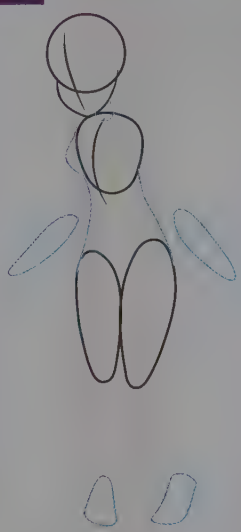
GREY FAERIE

Powerless without her wings, the Grey Faerie was once imprisoned in a tiny cell by the Dark Faerie, Jennumara. Rescued by a brave and clever Kyrii named Tavi, she is still looking for a new name so she can gain new wings and win back her powers!

STEP 1

START BY DRAWING A CIRCLE AND AN OVAL FOR HER UPPER BODY. MAKE TWO OVALS FOR THIGHS, AND USE A CURVED LINE TO FORM THE LOWER PART OF HER FACE.

STEP 2



CONNECT HER BODY TO HER THIGHS, MAKE TWO NARROW OVALS ON EITHER SIDE OF HER BODY, AND DRAW HER NECK. MAKE TWO SHAPES FOR HER FEET.

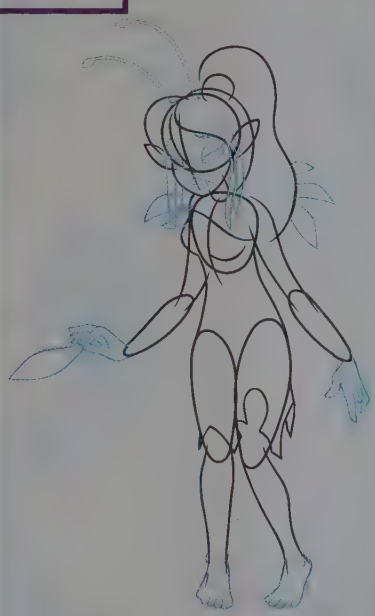
STEP 3

CONNECT HER FEET AND FOREARMS TO HER BODY WITH PAIRS OF CURVED LINES. GIVE HER POINTY EARS AND SOME ANTENNAE.

STEP 4

DRAW HER PONYTAIL. DRAW HER HANDS, ADD THE TORN HEM OF HER DRESS, AND MAKE A CURVED LINE FOR THE NECKLINE OF HER DRESS.

STEP 5



DRAW THE FACE. GIVE DETAIL TO HER HAIR AND ANTENNAE. MAKE HER FINGERS AND TOES, AND ADD A SMALL ALMOND SHAPE TO HER HAND. DRAW THE WINGS.

STEP 6

GIVE MORE DETAIL BY ADDING PUPILS, PATCHES TO HER DRESS, AND HER KNEECAPS.

STEP 7

ADD TEXTURE TO HER HAIR, AS WELL AS SOME DETAIL TO THE RIBBON.

STEP 8

MAKE THE SHAPE OF A FEATHER IN THE GREY FAERIE'S RIGHT HAND AND ADD TEXTURE TO THE FEATHERS IN HER WINGS.

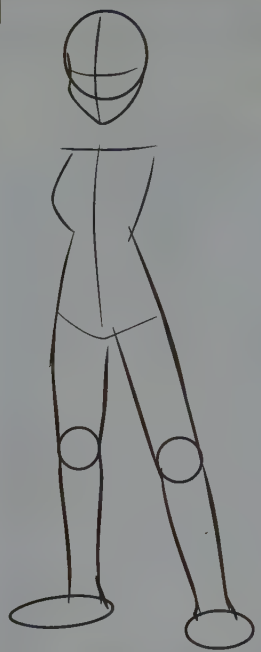
STEP 9

ERASE ALL THE EXTRA LINES AND GIVE YOUR DRAWING SOME COLOR!

SOUP FAERIE

All the hungry pets in Neopia think she's the nicest faerie around. That's because they line up every morning outside of her cottage for a bowl of her famous soup. The kindhearted Soup Faerie brings hope to Neopia every day, and can always be counted on for a smile, too.

STEP 1

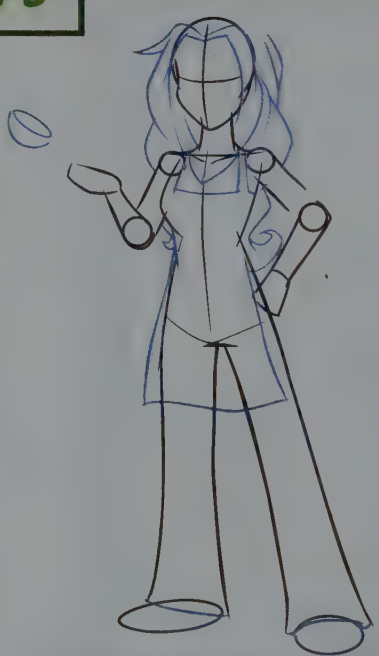


START BY DRAWING A CIRCLE AND THE SHAPE OF HER BODY AND LEGS. MAKE TWO OVALS FOR HER FEET. ADD A CURVED LINE TO HER HEAD FOR HER CHIN.

STEP 2

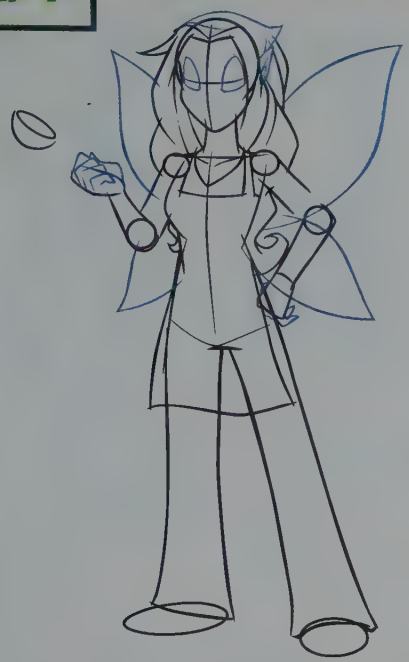
CONNECT HER HEAD WITH A PAIR OF SHORT LINES. MAKE FOUR SMALL CIRCLES FOR SHOULDERS AND ELBOWS, AND TWO ROUNDED SHAPES FOR HANDS. LINK THE HANDS WITH PAIRS OF LINES.

STEP 3



DRAW LONG, WAVY HAIR, AN APRON, AND THE HEMS OF HER TROUSERS. DRAW THE ROUNDED PART OF HER LADLE—IT SHOULD LOOK LIKE A TINY BOWL.

STEP 4



DRAW LARGE EYES. ADD HER KERCHIEF AND ONE OF HER POINTY FAERIE EARS. DRAW HER LEAF-SHAPED WINGS AND ADD HER FINGERS.

STEP 5

GIVE MORE DETAIL TO HER EYES AND ADD HER NOSE AND SMILING MOUTH. DRAW THE HANDLE OF HER SPOON, HER SLEEVES, THE FOLDS IN HER APRON, ITS STRINGS, AND HER SHOES.

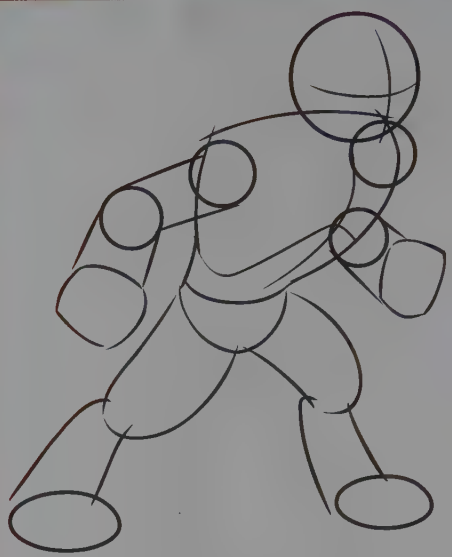
STEP 6

REFINE YOUR FINAL DRAWING, AND THEN ADD SOME COLOR. USE BRIGHT, BOLD COLORS FOR THIS FRIENDLY FAERIE!

JERAN

Like other Lupes, Jeran is brave, loyal, and always ready for a fight. Jeran spends his days doing good deeds and protecting Meridell. A legendary soldier and a proud older brother to Lisha, this great leader is best known for his heroism in the great war with Lord Kass!

STEP 1

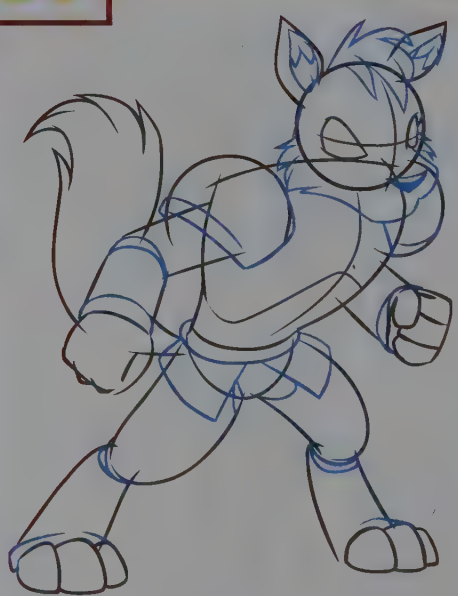


DRAW A CIRCLE FOR THE HEAD. USE A SERIES OF CIRCLES, OVALS, AND CURVED LINES TO DRAW HIS BODY, ARMS, AND LEGS.

STEP 2

DRAW THE EYES. ADD HIS EARS. MAKE TWO LARGE CURVED LINES ON HIS SHOULDERS FOR HIS ARMOR. DIVIDE THE PAWS INTO SEPARATE TOES AND DRAW HIS FLUFFY TAIL.

STEP 3



DRAW JERAN'S SNOUT AND DARK, TRIANGULAR NOSE. ADD FUR TO HIS CHEEKS, SOME HAIR TO HIS HEAD, AND DETAIL TO HIS EARS. BEGIN SKETCHING THE DETAILS OF JERAN'S ARMOR.

STEP 4

GIVE JERAN A LARGE DIAMOND-SHAPED SHIELD AND A LONG SWORD. ADD DETAIL TO HIS BREASTPLATE AND THE TIP OF HIS TAIL. ADD JERAN'S MOUTH.

STEP 5

DRAW PUPILS IN HIS EYES. ADD HIS EYEBROWS AND SOME FURRY TEXTURE ON HIS SNOUT. ADD A FEW FINAL TOUCHES TO HIS ARMOR, SHIELD, AND SWORD.

STEP 6

ERASE ANY EXTRA LINES, DARKEN THE REST, AND THEN GIVE THIS BRAVE KNIGHT OF MERIDELL SOME COLOR!

JHUDORA

Perhaps the most feared faerie in all of Neopia, Jhudora the dark faerie sits above in her cloud castle, plotting and planning. It is said that her agents are everywhere in Neopia, so even the utterance of her name inspires fear from all Neopians.

STEP 1

DRAW A CIRCLE WITH A CURVED SHAPE FOR HER CHIN. MAKE THE BASIC SHAPE OF HER BODY AND LEGS, USING SMALL CIRCLES TO MARK SHOULDERS AND KNEES.

STEP 2

ADD JHUDORA'S FEET. DRAW HER ARMS BY MAKING SMALL CIRCLES FOR HER ELBOWS AND SHAPES FOR HER HANDS, AND CONNECT THEM USING A PAIR OF LINES. MAKE HER ALMOND-SHAPED EYES. FINALLY, SKETCH IN HER HAIR.

STEP 3

MAKE THE WINGS, THEN DRAW THE RAGGED HEM OF HER DRESS. ADD FINGERS AND GIVE HER SOME LONG, SHAGGY HAIR.

STEP 4

ADD PUPILS, IRISES, AND EYEBROWS. DRAW POINTY EARS, AND MAKE HER NOSE AND MOUTH. DRAW HER NECKLACE, ADD DETAIL TO HER DRESS, AND MAKE THE BONY STRUCTURE AND POINTED ENDS OF HER WINGS.

STEP 5

ADD A CLAW TO EACH WING. ADD SOME LINES TO HER DRESS AND GIVE HER SLEEVES JAGGED EDGES. DRAW A FLAMING SPHERE ABOVE HER RIGHT HAND.

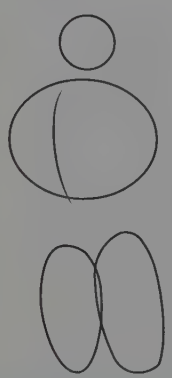
STEP 6

TO FINISH, CLEAN UP YOUR FINAL DRAWING AND THEN USE JEWEL TONES OF GREEN AND PURPLE TO GIVE JHUDORA AN EVIL GLOW!

KING ALTADOR

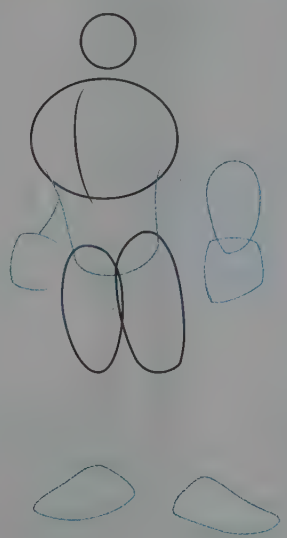
This famous Lupe began his legacy as a simple hunter in search of a brighter future. Disenchanted by living under the rule of corrupt leaders, Altador set out to found a more peaceful and virtuous kingdom. He eventually made his dream a reality when he founded a beautiful and just city along the seashore. And, because of this gentle Neopian's heroic qualities, it was decided that this new land be called Altador!

STEP 1



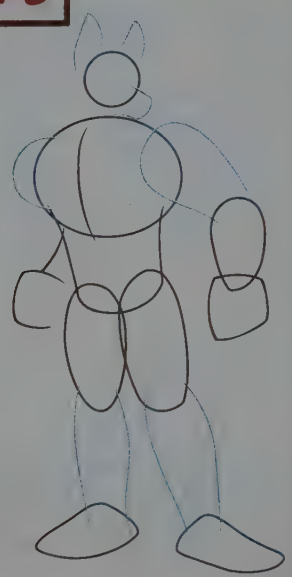
DRAW A CIRCLE FOR THE KING'S HEAD. MAKE A LARGE OVAL FOR HIS CHEST AND TWO LONG OVALS FOR HIS THIGHS.

STEP 2



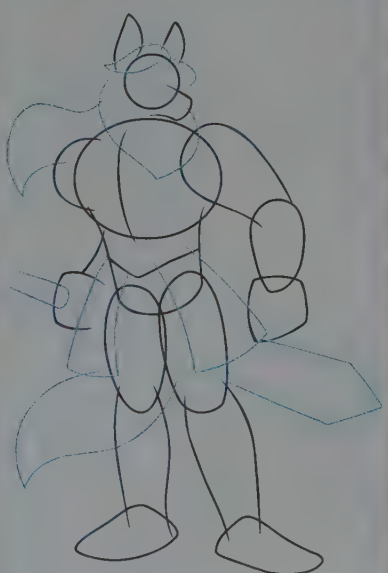
FINISH DRAWING THE KING'S BODY. DRAW HIS FOREARMS AND HANDS. MAKE HIS FEET.

STEP 3



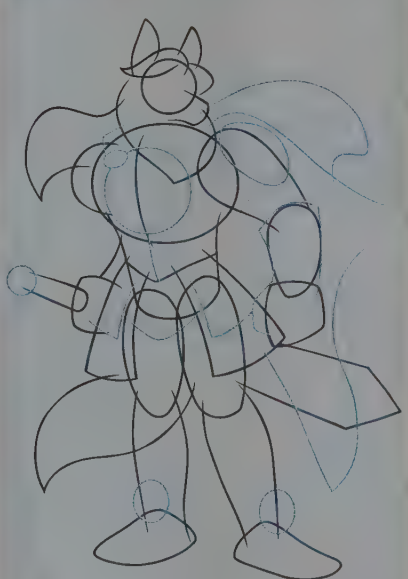
DRAW THE POINTED EARS AND ADD A SNOUT TO HIS FACE. USE CURVED LINES TO MAKE HIS RIGHT SHOULDER, LEFT ARM, AND LEGS.

STEP 4



SKETCH IN THE SHAPES OF HIS HAIR, LONG BEARD, AND FLUFFY TAIL. DRAW THE SWORD AND THE KILT-LIKE PIECES AT HIS WAIST.

STEP 5



ADD DETAILS ON THE BREASTPLATE, BOOTS, AND WAIST. MAKE THE KING'S CLOAK, USING A SERIES OF CURVED LINES.

STEP 6

DRAW BUSHY EYEBROWS AND ADD A NOSE AND MOUTH. GIVE HIS HAIR, TAIL, AND BEARD LOTS OF TEXTURE. DRAW HIS HANDS IN FISTS, AND ADD DETAIL TO HIS GLOVES, BOOTS, AND ARMOR.

STEP 7

ADD PUPILS AND DETAIL TO THE EARS. GIVE HIS ARMOR A CIRCULAR PATTERN ON THE SHOULDERS, ARMS, AND BOOTS.

STEP 8

INCLUDE A SCALELIKE PATTERN ON HIS ARMS AND THE LINES ON HIS BREASTPLATE, BOOTS, AND BODY. GIVE THE HILT OF HIS SWORD AN INTRICATE DESIGN. FINALLY, ADD TEXTURE TO HIS BEARD AND HAIR.

STEP 9

ERASE ANY EXTRA LINES. ADD SOME REGAL COLOR TO THIS GREAT KING OF ALTADOR!

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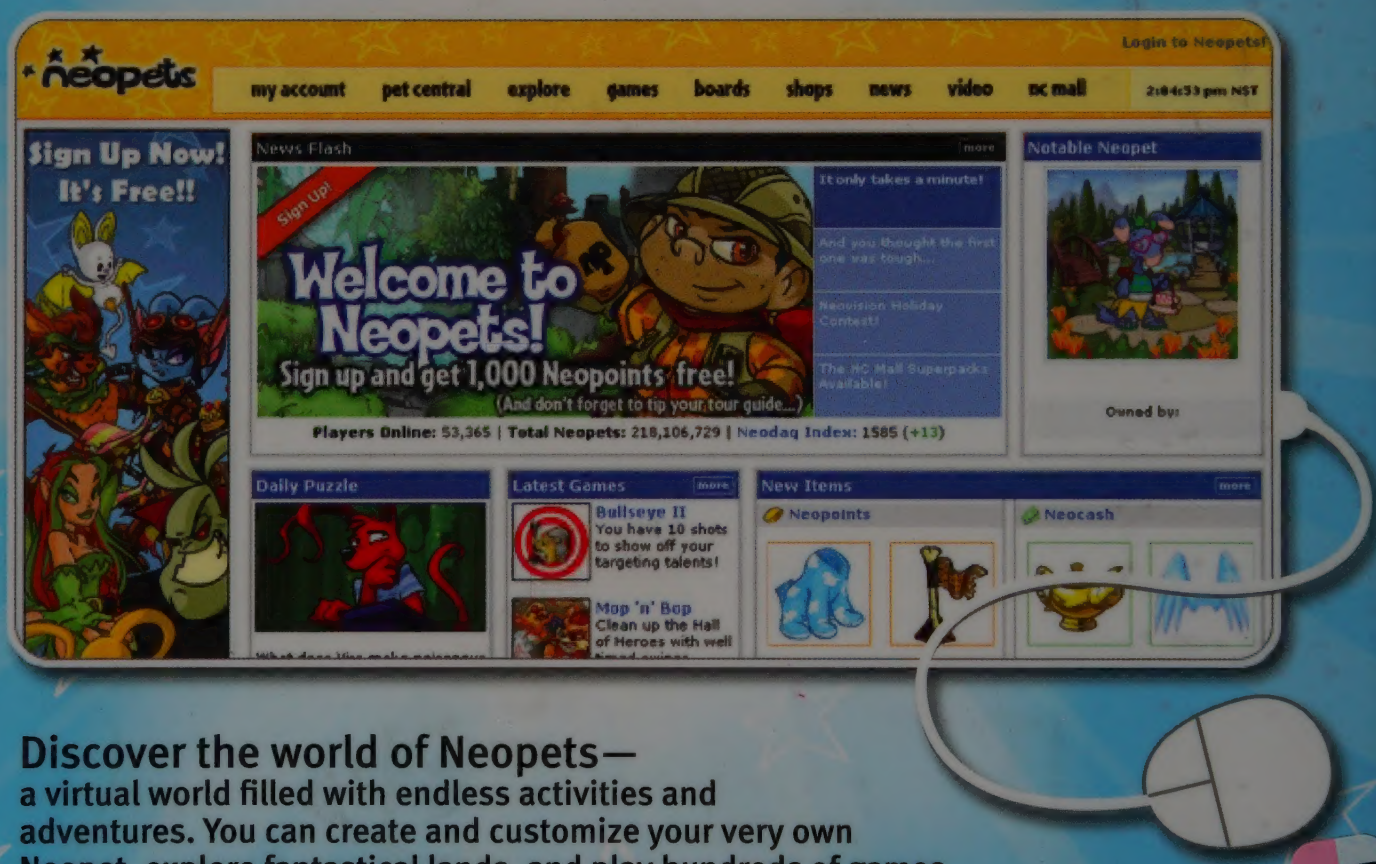

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